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Object-oriented design of adaptive multicast communications

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Abstract:

Multicast (group) communications have been widely recognized by current research and industry. Multicast is very useful for various network applications such as distributed (replicated) database, video/audio conference, information distribution and server locations etc. But design and implementation of such multicast communication systems in networks are complicated tasks, especially when quality of service (QoS) of applications such as real time and reliability are desired. In order to quickly design and implement multicast communication, good tools are crucial and must be facilitated: The paper presents a novel object oriented (OO) QoS driven approach for the quick design and prototyping of multicast communication systems under certain QoS requirements, for multicast message transmission and receptions such as real time, total ordering, atomicity and fault tolerance etc

Index Terms:

adaptive systems distributed processing message passing multicast communication multimedia communication object-oriented programming quality of service teleconferencing QoS requirements adaptive multicast communications distributed database fault tolerance information distribution multicast communication systems multicast group communications multicast message transmission network applications object oriented QoS driven approach object oriented design quality of service server locations video/audio conference

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